

CLAIMS

What is claimed is:

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1. A system suitable for providing integrated circuit design, comprising:  
a memory storing a first set of instructions and a second set of instructions; and  
a processor communicatively coupled to the memory, the processor suitable for performing the first set of instructions and the second set of instructions, wherein the first set of instructions is suitable for configuring a processor to provide an integrated circuit development environment in which a support methodology for an integrated circuit is created and the second set of instructions is suitable for configuring a processor to provide tools for implementing a platform architecture of an integrated circuit in which the platform architecture supplies a structure of the integrated circuit, the first set of instructions and the second set of instructions linked through at least one formalism so that at least one of an action taken utilizing the platform architecture influences the support methodology and an action taken utilizing the support methodology influences the platform architecture.
2. The system as described in claim 1, wherein the formalism includes a differential game.
3. The system as described in claim 2, wherein the differential game is a zero sum game.
4. The system as described in claim 1, wherein the formalism includes a genetic algorithm.
5. The system as described in claim 4, wherein the genetic algorithm guides the training of a neural network.

6. The system as described in claim 1, wherein the formalism is utilized to implement a coevolutionary relationship.
7. The system as described in claim 6, wherein the coevolutionary relationship is implemented between the platform architecture and support methodology.

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8. A method of designing an integrated circuit, comprising:  
receiving functional specifications and constraints of an integrated circuit; and  
interacting with a system configured to provide an environment for deriving a  
support methodology for an integrated circuit having the received  
functional specifications, wherein the interaction with the support  
methodology for the integrated circuit influences an environment for  
designing a platform architecture for the integrated circuit.
9. The method as described in claim 8, wherein interacting includes manipulation by  
a user of a graphical user interface as implemented on an information handling  
system.
10. The method as described in claim 8, wherein the environment for designing a  
platform architecture is provided by an information handling system, the  
information handling system including a display of information manipulable by a  
user.
11. The method as described in claim 8, wherein the support methodology influences  
the environment for designing the platform architecture through the use of a  
formalism including a differential game.
12. The method as described in claim 11, wherein the differential game is a zero sum  
game including a game of pursuit.
13. The method as described in claim 8, wherein the support methodology influences  
the environment for designing the platform architecture through the use of a  
formalism wherein the formalism is utilized to implement a coevolutionary  
relationship.

14. The method as described in claim 13, wherein the coevolutionary relationship is implemented between the platform architecture and the support methodology.

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15. A method of designing an integrated circuit, comprising:  
receiving functional specifications and constraints of an integrated circuit; and  
interacting with a system configured to provide an environment for deriving a  
platform architecture for an integrated circuit having the received  
functional specifications, wherein the interaction with the platform  
architecture for the integrated circuit influences an environment for  
designing a support methodology for the integrated circuit.
16. The method as described in claim 15, wherein interacting includes manipulation  
by a user of a graphical user interface as implemented on an information handling  
system.
17. The method as described in claim 15, wherein the environment for designing a  
support methodology is provided by an information handling system, the  
information handling system including a display of information manipulable by a  
user.
18. The method as described in claim 15, wherein the platform architecture influences  
the environment for designing the support methodology through the use of a  
formalism including a differential game.
19. The method as described in claim 18, wherein the differential game is a zero sum  
game including a game of pursuit.
20. The method as described in claim 15, wherein the platform architecture influences  
the environment for designing support methodology the through the use of a  
formalism wherein the formalism is utilized to implement a coevolutionary  
relationship.